NES-2S-USA

TAITO™

SKY SHARK™

HOW TO PLAY

TAITO™

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CARE OF YOUR GAME

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal connectors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

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THANK YOU

for buying Sky Shark® from Taito®.
This arcade hit is now yours to enjoy at home.
For the most fun, read this instruction manual
thoroughly before you begin your battle.

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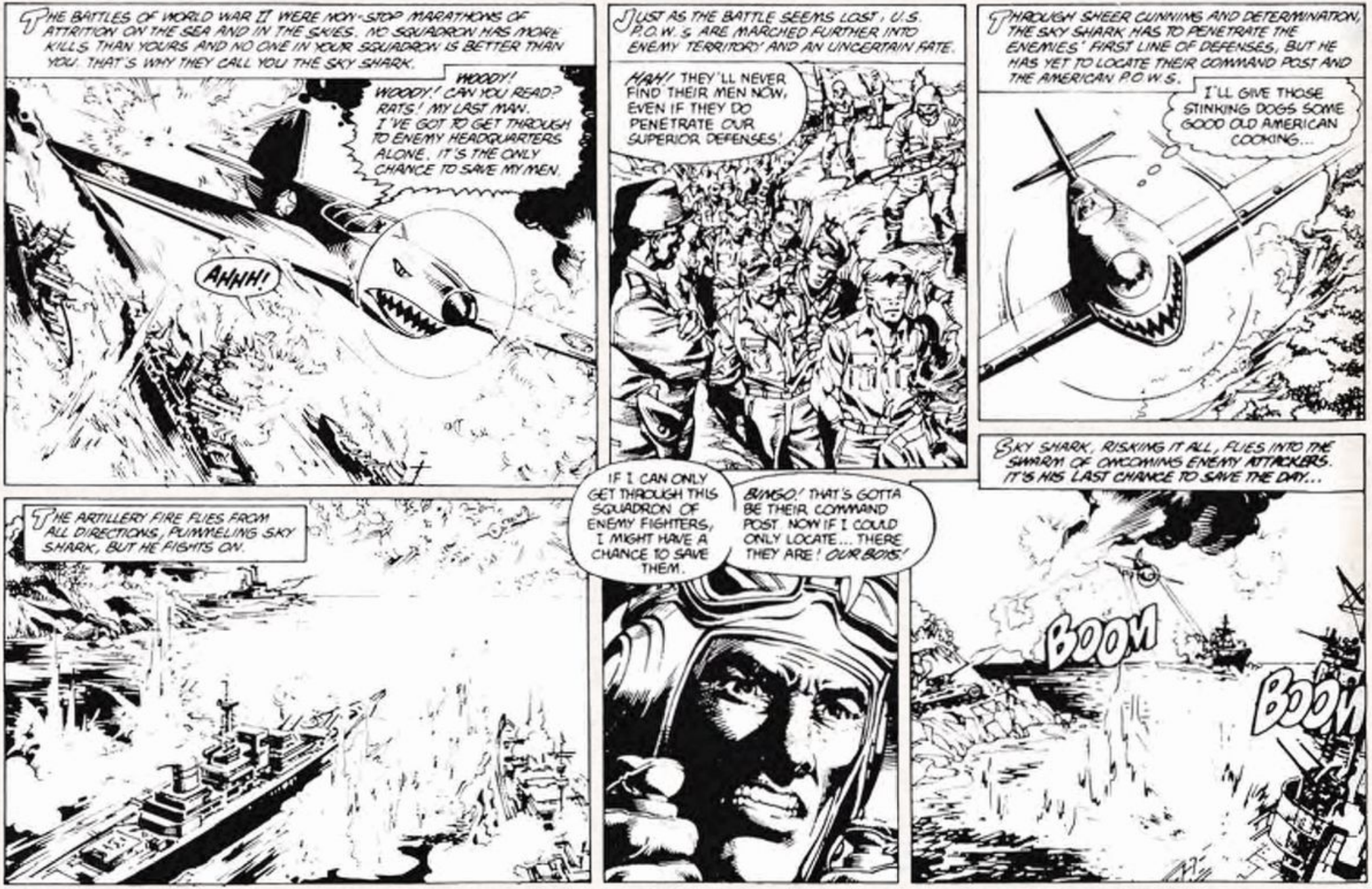
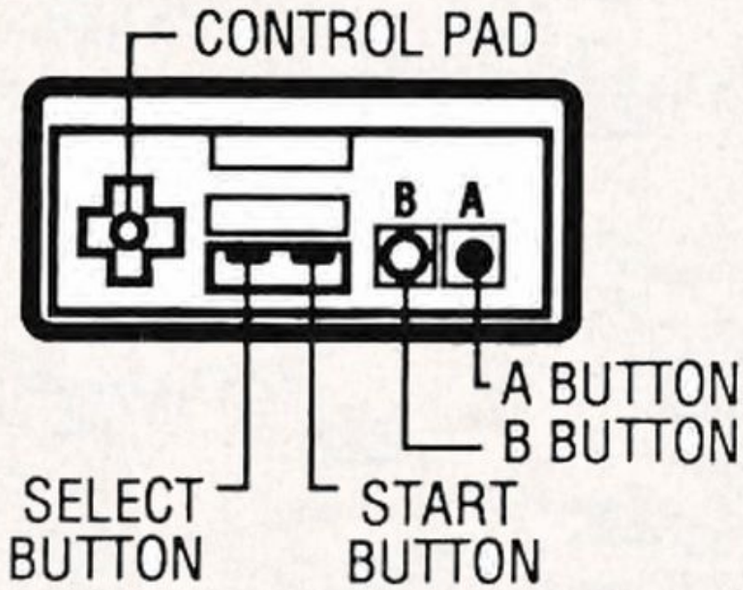

THE BATTLES OF WORLD WAR II WERE NON-STOP MARATHONS OF ATTRITION ON THE SEA AND IN THE SKIES. NO SQUADRON HAS MORE KILLS THAN YOURS AND NO ONE IN YOUR SQUADRON IS BETTER THAN YOU. THAT'S WHY THEY CALL YOU THE SKY SHARK.
WOODY!
WOODY! CAN YOU READ? RATS! MY LAST MAN. I'VE GOT TO GET THROUGH TO ENEMY HEADQUARTERS ALONE. IT'S THE ONLY CHANCE TO SAVE MY MEN.
AHHH!
JUST AS THE BATTLE SEEMS LOST, U.S. P.O.W.'S ARE MARCHED FURTHER INTO ENEMY TERRITORY AND AN UNCERTAIN FATE.
HAH! THEY'LL NEVER FIND THEIR MEN NOW, EVEN IF THEY DO PENETRATE OUR SUPERIOR DEFENSES!
THROUGH SHEER CUNNING AND DETERMINATION, THE SKY SHARK HAS TO PENETRATE THE ENEMIES' FIRST LINE OF DEFENSES, BUT HE HAS YET TO LOCATE THEIR COMMAND POST AND THE AMERICAN P.O.W.'S.
I'LL GIVE THOSE STINKING DOGS SOME GOOD OLD AMERICAN COOKING...
THE ARTILLERY FIRE FLIES FROM ALL DIRECTIONS, PUMMELING SKY SHARK, BUT HE FIGHTS ON.
IF I CAN ONLY GET THROUGH THIS SQUADRON OF ENEMY FIGHTERS, I MIGHT HAVE A CHANCE TO SAVE THEM.
BINGO! THAT'S GOTTA BE THEIR COMMAND POST. NOW IF I COULD ONLY LOCATE... THERE THEY ARE! OUR BOYS!
SKY SHARK, RISKING IT ALL, FLIES INTO THE SWARM OF ONCOMING ENEMY ATTACKERS. IT'S HIS LAST CHANCE TO SAVE THE DAY...
BOOM
BOOM

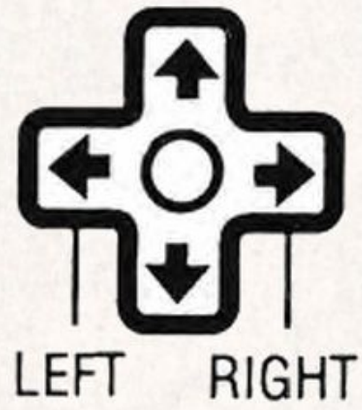
HOW TO OPERATE

Controller:

Controller 1 - Player One
Controller 2 - Player Two

Key Pad Moves P-40 fighter





"**A**" Button Fires Machine Guns
"**B**" Button Launches Bombs

HOW TO OPERATE (continued)

Select Button

- Press the **SELECT** button to choose a 1 or 2 player game.
- The number of players is shown by the blue aircraft in the lower left corner of the title screen.

Start Button

- Press the **START** button to begin play.

Pause Function

- Press the **START** button during play to pause the game.
- Press the **START** button again to resume play.

Continue Option

At the end of the game, you can continue from the last level played by pressing the **START** button before the timer reaches zero. A player can **CONTINUE** three times.

HOW TO PLAY

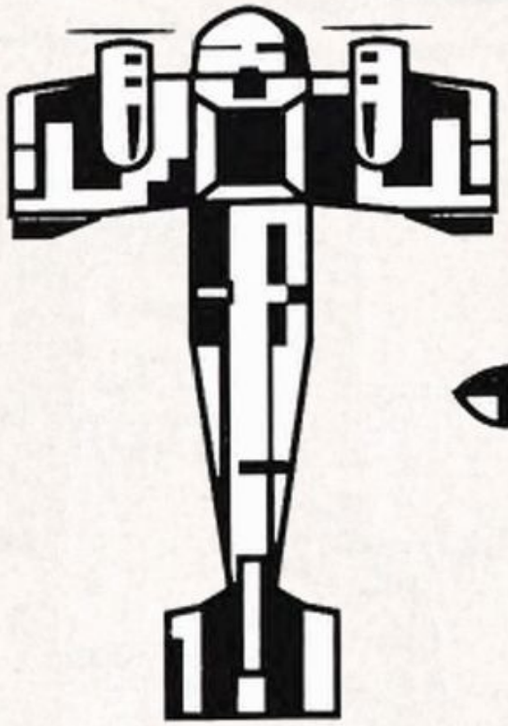
Each player starts with four aircraft and three bombs per aircraft. A P-40 is lost when it collides with an enemy target or is shot down. The game ends when the number of aircraft reaches zero.

Take off from the airfield and head out over enemy territory. Use your wits and your weapons to bring down flying fortresses and bandit squadrons. Conquer the red formations and increase your fire power! Beware of heavy ground attack from artillery and tanks. As the ocean comes into view, fleets of gunboats and battleships cruise at flank speed to intercept you.

Sky Shark has five levels. Each level is completed when you reach the next airfield.

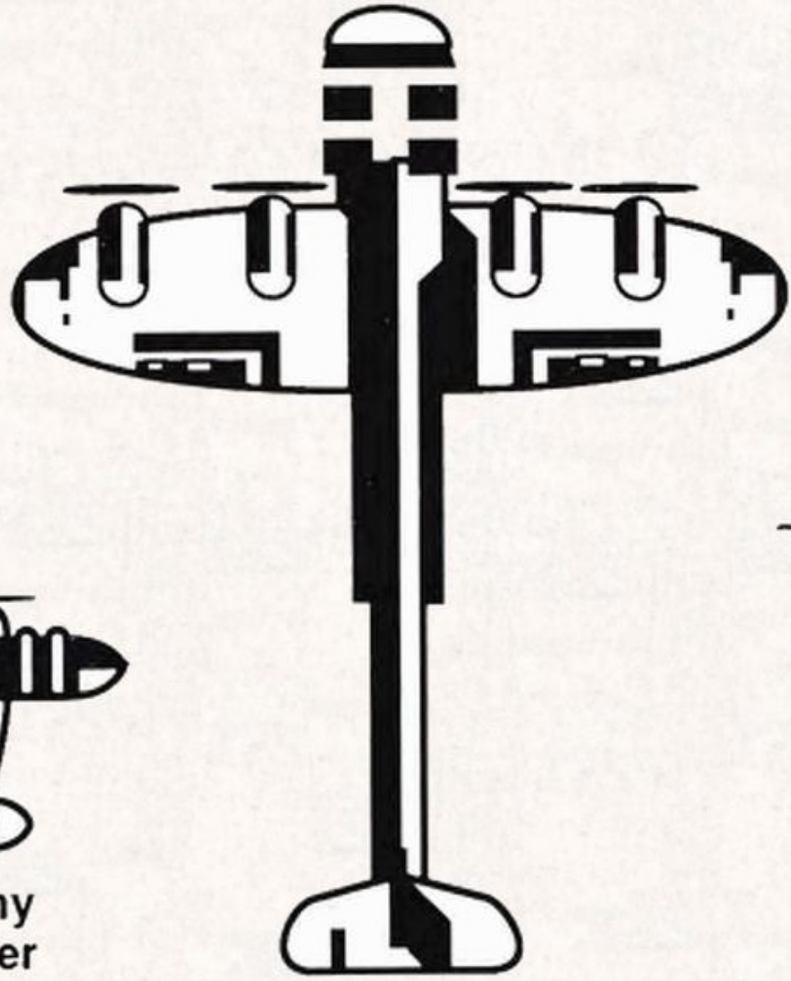
SCORING

Enemy Targets



2-Engine Bomber

Enemy Fighter



Four-Engine Bomber

Tank

Large Naval Gun

An extra aircraft is awarded every 50,000 points.

SCORING (continued)

Enemy Targets

Railway Tank

PT Boat

Bunker

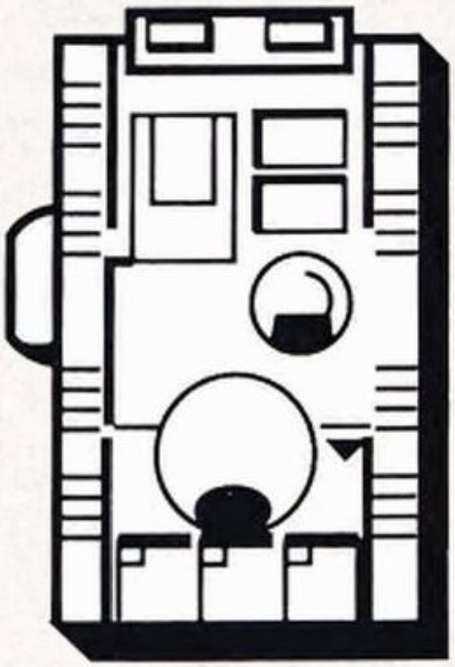
Gun Boat

Railway Car

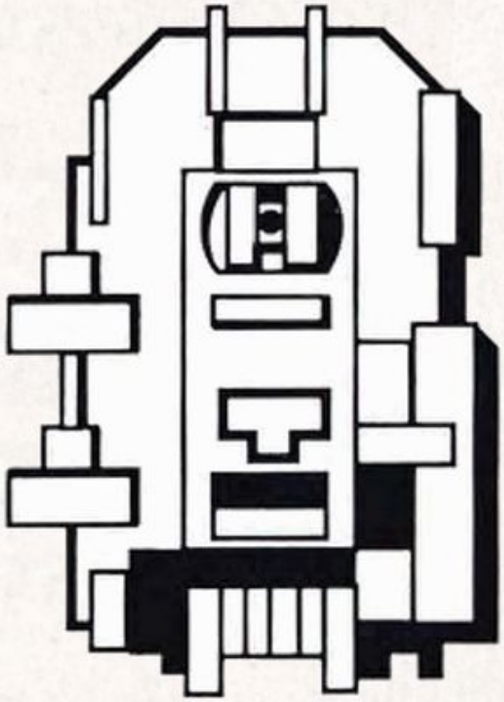
A player who successfully reaches the next airfield is awarded 3,000 points for each remaining bomb.

SCORING (continued)

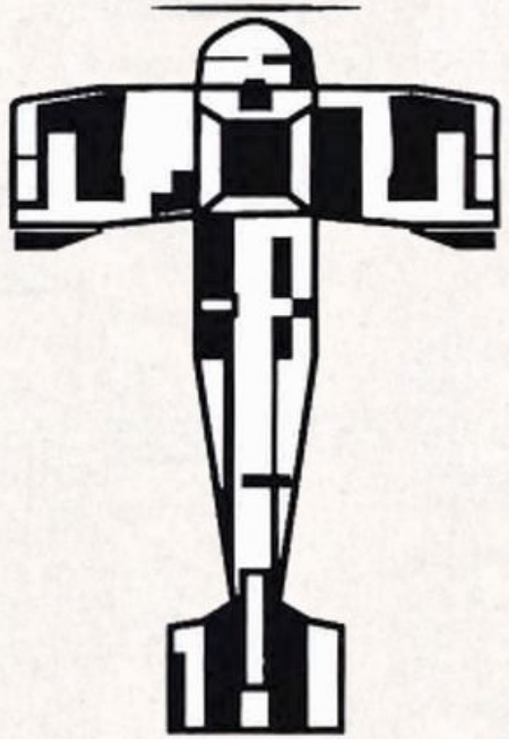
Enemy Targets



Super Tank,
level 1



Super Tank,
level 2



Single-Engine
Bomber

The maximum number of aircraft a player can have is eight.

BONUS ITEMS

"B" Symbol

A player always starts each level with three bombs. Some enemy ground targets display a "**B**" when destroyed. Capture this symbol and add an extra bomb to your load. The maximum number of bombs a player can have in a current level is eight.

"S" Symbol

Shoot down a formation of eight red aircraft and the "**S**" will appear. Each one you collect increases the firepower of your current P-40. This special ability is lost if your P-40 is shot down.

1st S	Four Shots
2nd S	Four Shots Spread Wide
3rd S	Five Shots
4th S	Six Shots
5th S	Seven Shots
6th S	Seven Shots Spread Wide

BONUS ITEMS (continued)

Aircraft

Shoot down a formation of eight yellow planes and receive a bonus of 1,000 points.

High Score Screen

Enter your initials by pressing the left/right arrow keys and pressing the "**A**" button.

HINTS AND TIPS

- Increase your fire power by gathering "**B**" and "**S**" symbols.
- Save your bombs for ground targets or heavy enemy assaults.
- Sometimes a bomb can knock out waves of bullets.
- Beware of tanks hiding under the trees.
- Don't get trapped in a corner; keep moving.
- The heavy bomber in level five has a weak spot.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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